WORLD SOCCER

Winning Eleven 9

™

EVERYONE

CONTENT RATED BY ESRB

KONAMI

WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

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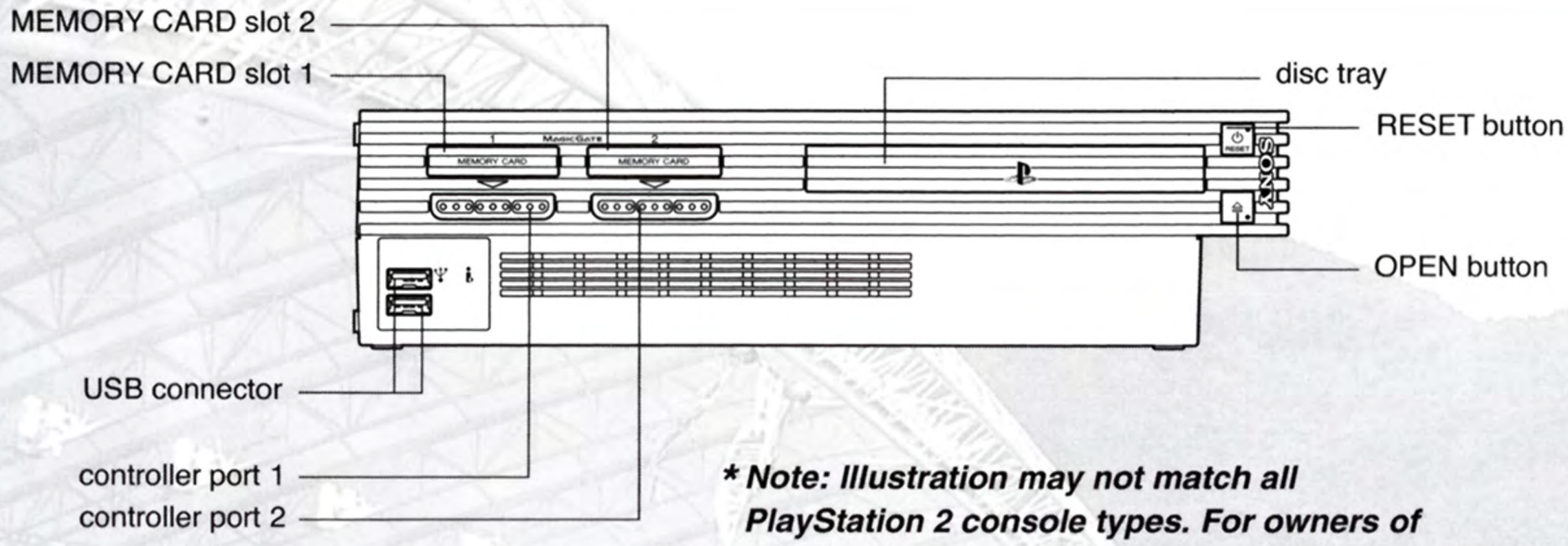
Getting Started

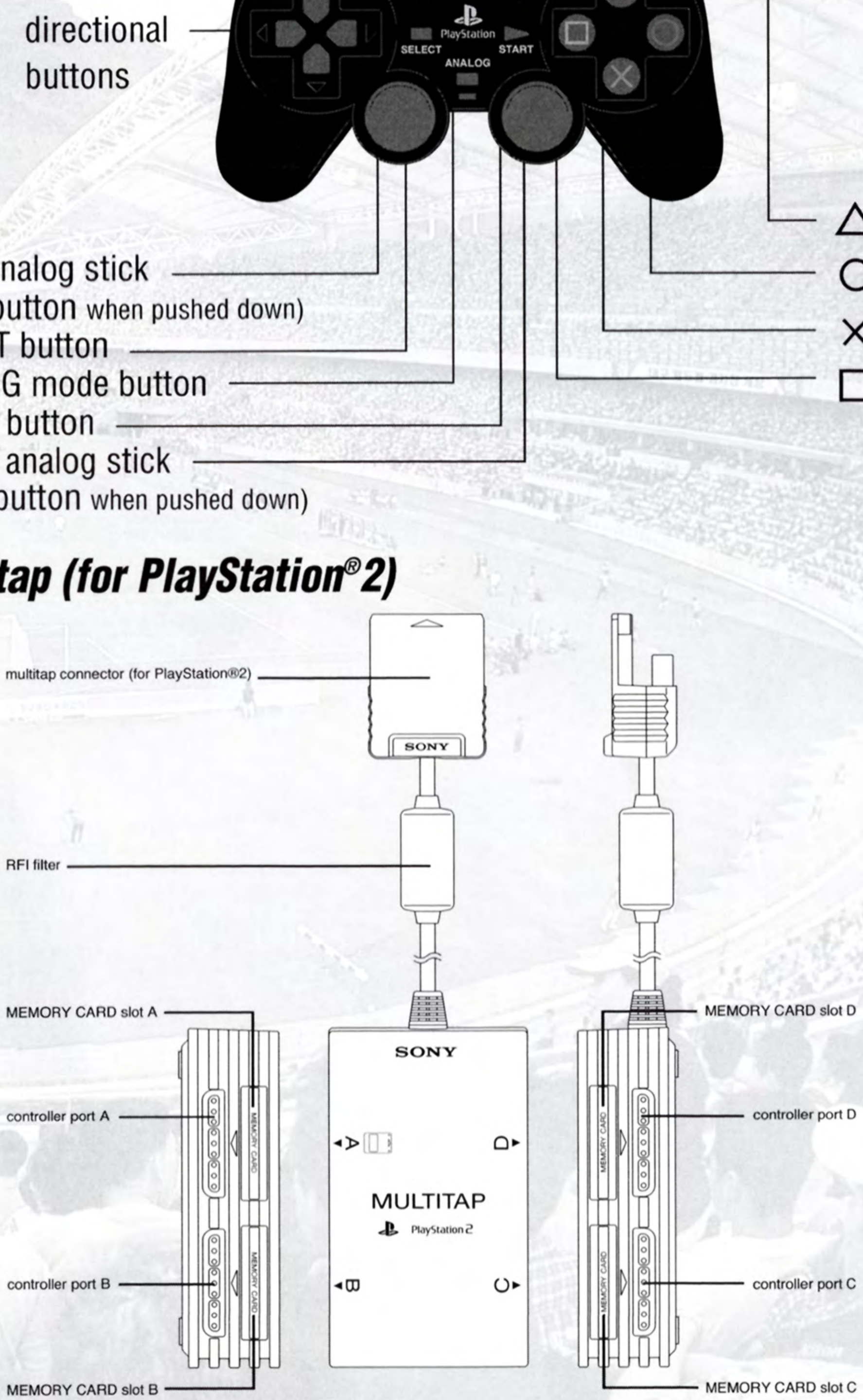


**** Note: Illustration may not match all PlayStation 2 console types. For owners of SCPH-70000 series PlayStation 2 systems, refer to the setup instructions supplied with your system.***

Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned ON. Press the RESET button. When the power indicator lights up, press the OPEN button and the disc tray will open. Place the Winning Eleven 9 disc on the disc tray with the label side facing up. Press the OPEN button again and the disc tray will close. Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS

Multitap (for PlayStation®2)



Starting Up

Quick Start

Select the "Match" > "Quick Start" option when you want to jump straight into the world's best-playing soccer game with a minimum of delay.

P1 Quick Start

A player-versus-computer match.

P2 Quick Start

A player-versus-player match.

Starting a Match

The steps are the same for P1 Quick Start and P2 Quick Start:

1. Select Team Choose the teams for the match.

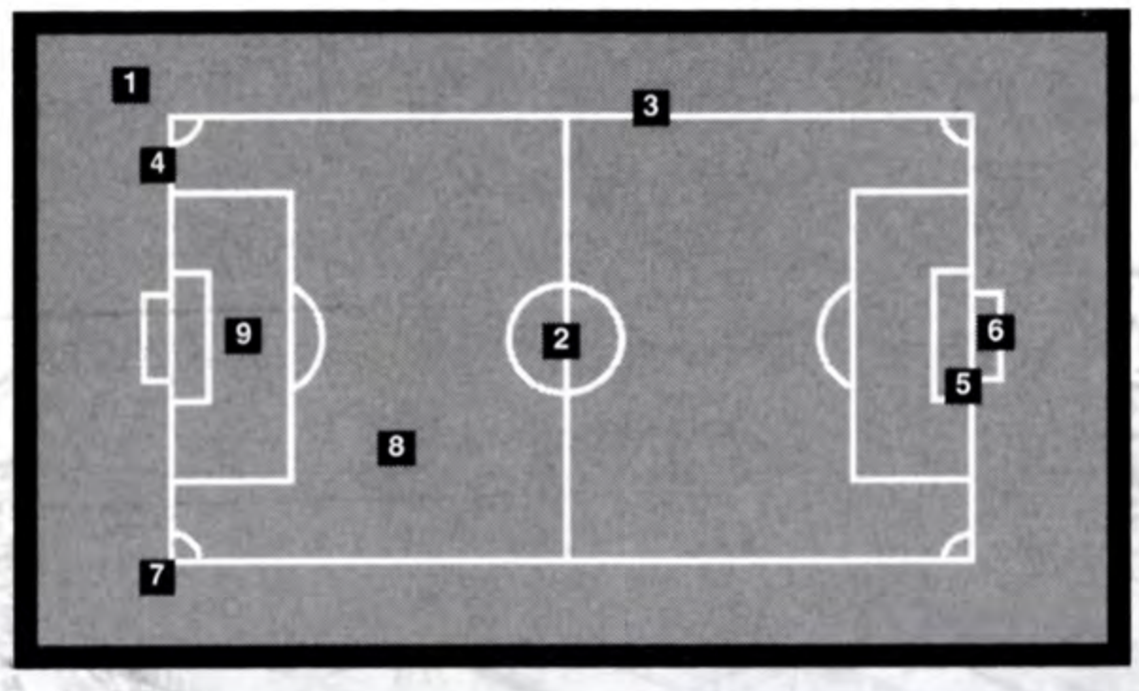
2. Uniform Selection Choose the kit for the teams.

3. Formation Setup Choose formation settings for the match. Select the "Controls" option at the bottom of the menu for detailed explanations of each setting.

4. Match Start Choose this option at the top of the menu when you are ready to start the match.

The Rules of Play

Field Terminology



1. Field (the pitch and surrounding area)
2. Center circle
3. Touch line
4. Goal line (End line)
5. Goal area
6. Goal
7. Corner area
8. Pitch
9. Penalty area

Match Time

The playing time for each match can be set to 5, 10, 15, 20, 25, or 30 minutes of real time. (The in-game timer always counts out two 45-minute halves, and its pace is automatically adjusted to match the real-time setting.). Match Time can be changed in the General Settings of each game mode.

Extra Time

Golden goal/silver goal extra time and penalty shootouts are available, depending on the game mode, and can be disabled for Exhibition matches.

Extra Time Rules

Golden Goal: The team that scores first in extra time is the winner, no matter how much time remains.

Silver Goal: Play continues to the end of each 15-minute half. If one team has more goals at the end of the first or second half, it is the winner.

Yellow Cards and Red Cards

Upon committing a foul, a player may be shown a yellow or red card by the referee. If a player is shown a red card, he must immediately leave the pitch. If a player is shown two yellow cards in the same match, he automatically receives a red card and is sent off. Players who receive a certain number of yellow cards (or a red card) during the course of a tournament must sit out the next match.

Offside

If, at the moment a pass is made, the receiving teammate is upfield of the ball and has less than two opposing players between himself and the opponent's goal line, that player is offside, and a free kick is awarded to the defending team.

Substitutions

For Exhibition matches, you can select from zero to seven substitutions for a match. For Cup and League matches, the maximum number of substitutions is three. In the Master League, you are allowed three substitutes for regular matches, and seven substitutes for preseason matches.

The Rules of Play

Out of Play

"Out of play" refers to moments when the game is stopped for corner kicks, free kicks, goal kicks, and penalty kicks.

Injuries

You can change the settings so that players can be injured when they are tackled. Players can suffer both light and heavy injuries, indicated by the yellow or red cross icons that appear on the screen. Lightly injured players can continue to play, but their performance will be hampered. Heavily injured players are no longer capable of playing and must immediately leave the pitch. Players might not realize that they have been injured, and you might see some players hurt on the pitch during a match.
In League and Cup matches and the Master League, injuries require a number of matches before they heal. A player who has recently recovered from an injury is marked with a "recovering" icon. The performance of recovering players is less adversely affected than that of lightly injured players.

Light Injury **Heavy Injury** **Recovering** **Player Hurt**

Drop Ball

During play, when a player is injured and unable to move, the referee might stop the match. After the treatment of the injured player, the referee starts the match by dropping the ball on the pitch.

Forfeited Game

If the number of players on a team falls below seven before or during a match, the match is declared forfeit and the team officially loses by a score of 0-3.

Attack! Basic Attacking Controls

DUALSHOCK®2 Analog Controller

L2 button/Strategy

L1 button/Switch between players

Directional button/Player movement

left analog stick/Player movement

Mode indicator/ANALOG mode button

START button/Pause

R2 button/Special controls

R1 button/Dash

△ **button**/Through ball

○ **button**/Cross/Long pass

□ **button**/Shoot

✕ **button**/Short pass

right analog stick + R3 button/Manual pass

* The **R3** button is pressed by pushing down on the right analog stick.

Button assignments for the DUALSHOCK® analog controller are the same as above.

Dribbling

Dribble: Press the directional button when the ball is at the player's feet.

Maintain ball control: Hold the **R2** button and dribble in the desired direction when the ball is at the player's feet.

Jump: Press the **R2** button when an opponent executes a sliding tackle.

Stop the ball (1): Release the directional button and press the **R1** button to stop the ball's movement when dribbling.

Stop the ball (2): Release the directional button and press the **R2** button to stop the ball with the player's body facing the opponent's goal.

Send ball forwards: Press the **L1** button and **R1** button together when the player has stopped with the ball at his feet.

Dash dribble: Press the **R1** button while dribbling.

Fast dribble: Press the **R2** button while dribbling. This is slower than the dash dribble, but allows for better ball control.

High-speed dribble: During a dash dribble, press the directional button two or three times, or rapidly press the **R1** button.

Long-kick dash dribble: During a dash dribble or high-speed dribble, press the **R1** button and **R2** buttons together, and press the directional button diagonally forward or to the side in relation to the direction of movement.

Slow dribble: Release the directional button while dribbling.

Trapping

Trap: When receiving a pass, press the directional button in the direction you wish to trap.

Stop the ball: When receiving a pass, press the directional button while holding the **R2** button to face the pressed direction while stopping the ball.

Turn around: When receiving a pass, press the directional button in the direction that the ball is moving while holding the **R1** button.

Game Controls \ Attacking

Passing

SHORT PASSES

Short pass: Press the ⊗ button, using the directional button to aim. Hold down the ⊗ button while aiming to send the pass to the farthest possible player.

Heel pass: Push the directional button in the opposite direction than the player is facing, then press the ⊗ button.

Direct short pass: Press the ⊗ button immediately before trapping the ball, using the directional button to aim.

LONG PASSES

Long pass: Press the ◉ button, using the directional button to aim. The power is determined by the length of time the button is held, and indicated by a power gauge.

Direct long pass: Press the ◉ button immediately before trapping the ball, using the directional button to aim. The power is determined by the length of time the button is held.

THROUGH PASSES

Through pass: Press the △ button, using the directional button to aim. Hold down the △ button while aiming to send the pass to the farthest possible player.

Direct through pass: Press the △ button immediately before trapping the ball, using the directional button to aim.

Through pass in the air: Hold the L1 button and press the △ button, using the directional button to aim.

ONE-TWO PASSES

One-two pass: Hold the L1 button and press the ⊗ button for a short pass, then press the △ button immediately before your teammate receives the ball to execute a return pass.
One-two pass in the air: Hold the L1 button and press the ⊗ button for a short pass, then press the ◉ button immediately before your teammate receives the ball to execute a return pass.

Pass and go: Press the R2 button immediately after passing the ball to make the player who passed the ball sprint forward.

MANUAL PASSES

Manual pass: Push the right analog stick in the desired direction and press the R3 button to execute the pass. The power is determined by the length of time the button is held, and indicated by a power gauge.

Manual long pass: Hold the L1 button, push the right analog stick in the desired direction, and press the R3 button to execute the pass. The power is determined by the length of time the button is held.

Crossing

Far side cross: When the player with the ball is deep in the opponent's half, press the ◉ button while aiming with the directional button to send a pass to the far wing. When there are two or more players in the direction of the pass, the ball is crossed to the farthest player.

Near side cross: When the player with the ball is deep in the opponent's half, press the ◉ button twice while aiming with the directional button. When there are two or more players in the direction of the pass, the ball is crossed to the nearest player.

Ground cross: When the player with the ball is deep in the opponent's half, press the ◉ button three times while aiming with the directional button.

Early cross: Press the L1 button and ◉ button, using the directional button to aim, to cross the ball from any position on the pitch.

High cross: Press the R2 button while crossing the ball to give it extra loft.

Shooting

Shoot: Press the ▣ button to shoot at the goal. Hold the ▣ button to increase the height of the shot. Change the angle of the shot by holding the directional button while the gauge is displayed.

Direct shot: Press the ▣ button immediately before trapping the ball. Depending on the circumstances, you can execute a header or volley.

Controlled shot: Press the R2 button while the gauge is displayed to shoot with increased accuracy.

Chip shot: Hold the L1 button and press the ▣ button to chip a shot over the keeper's head.

Low chip shot: Press the ▣ button, then press the R1 button while the gauge is displayed.

Feints

Upper body fake: Quickly press the directional button in both diagonal directions immediately to the left and right of the direction of the run.
Lower body fake: Quickly press the directional button twice to the left or right side of the player with the ball.

Step over dummy (1): Press the right analog stick twice in the direction of movement.

Step over dummy (2): Press the L1 button twice.

Step over dummy (3): Press the R2 button twice.

Kick dummy (1): Press the right analog stick twice in a direction perpendicular to the player's direction of movement.

Kick dummy (2): Press the ▣ button, then press the ⊗ button while the gauge is displayed.

Kick dummy (3): Press the ◉ button, then press the ⊗ button while the gauge is displayed.

Kick dummy (4): Press the ◉ button for a cross, then press the ⊗ button just before the ball is kicked.

Kick cancel: Press the R1 and R2 buttons when the gauge is being displayed to cancel a shot or long pass, or just before the ball is kicked to cancel a cross. Unlike a feint, the player doesn't perform a kicking motion when canceling a kick.

Through feint: Press and hold R1 just before trapping the ball to step over the ball and allow it to continue to another player.

Special Techniques

Marseilles Roulette: Rotate the right analog stick while dribbling. The direction of the rotation determines the direction of the turn.

Lift the ball: Push the right analog stick down and then up.

Game Controls \ Defending

Defend! Basic Defense Controls

DUALSHOCK®2 Analog Controller

L2 button/Strategy

L1 button/
Switch between players

Directional button/Move

left analog stick/Move

Mode indicator/
ANALOG mode button

START button/Pause

R2 button/Special controls

R1 button/Dash

△ button (hold down)/Goalkeeper

○ button/Sliding tackle

□ button (hold down)/
Clear/Pressure (2)

× button/Pressure (1)

Button assignments for the DUALSHOCK® analog controller are the same as above.

Defense

Pressure (1): Press the × button when an opponent is in possession of the ball to move closer to the ball or to extend a leg for a tackle. Apply pressure while holding the R1 button to dash towards the ball.

Pressure (2): Press the □ button when an opponent is in possession of the ball to have the teammate closest to the ball (not counting the player you are controlling) pressure the opponent.

Sliding tackle: Press the ○ button when an opponent is in possession of the ball to execute a sliding tackle.

Clear: When the ball is in your own half, press the □ button to clear the ball. The direction of the clearance varies, depending on the circumstances.

Goalkeeper

Keeper charges the ball: Press and hold the △ button when an opposing player has possession of the ball.

Move the keeper: Hold the △ button and press the L1 button to make the player cursor appear over the keeper, and use the directional button to move the keeper. (This is only available when the "GK Cursor" setting is activated.)

Drop kick: Press the ○ button or □ button, using the directional button to aim.

Throw: Press the × button, using the directional button to aim.

Drop the ball: When the keeper is holding the ball, press the R1 button to have him drop the ball to his feet.

Special Controls

Super Cancel: Press the R1 and R2 buttons to take control of a player under any circumstance, such as when chasing the ball.

Ball in the air: When the ball is in the air, press the R2 button and the directional button to control the player with the player cursor.

Call for the ball: When a teammate has the ball, press the R2 button to call for a pass. The more you press the button, the stronger your appeal. (This is only available when the "Fix Cursor" setting is activated.)

Moving the player camera: When your player does not have the ball, press and hold the L1 button to move the camera around the pitch with the directional button. You can activate the player camera by spending the WEN you have acquired at the WE Shop. (This is only available when the "Fix Cursor" setting is activated.)

Attack and defense levels: Press the L2 button and R1 button together to increase a team's attack-mindedness, or press the L2 button and R2 button together to increase a team's defense-mindedness. (This is only available when the "Manual Strategy" setting is activated.)

Corners

Press the ◎ button to kick a corner. Hold the ◎ button to increase the distance of the kick. The path of the ball can be controlled with the following commands.

Low cross: Up on the directional button or R1 button + ◎ button
High cross: R2 button + ◎ button
Grounder: Down on the directional button + ◎ button
Curl: Left or right on the directional button + ◎ button
Short Corner: Press the ⊗ button when taking a corner to send a short pass to the nearest teammate.

Free Kicks (Passing)

Short pass: Press the ⊗ button, using the directional button to aim.
Long pass: Press the ◎ button, using the directional button to aim. The path of the ball can be controlled with the same commands used to control a corner kick.
Through pass: Press the ⊗ button, using the directional button to aim.
Free Kicks (Shooting)

Press the ▣ button to take a shot. The length of the gauge affects the height of the shot. The path of the ball can be controlled with the following commands.

Hard shot: Up on the directional button + ▣ button
Weak shot: Down on the directional button + ▣ button
Slightly hard shot: Press the △ button while the gauge is displayed
Slightly weak shot: Press the ⊗ button while the gauge is displayed
Curl: Left or right on the directional button + ▣ button

After pressing a button to take a shot, you can adjust the direction of the shot to the left or right by pressing the L1 button or R1 button, respectively.

Free Kicks (Two Players)

Changing the number of kickers: When the icon is shown above the Name Panel, press and hold the L2 button to switch between one kicker or two kickers. The second kicker can also be positioned to the left or right.
Using the second kicker: Perform the free kick pass or free kick shot while holding the L1 button to make the second player positioned closest to the ball take the kick.
Nudging the ball with the second kicker: Press the L1 button and ⊗ button to make the second player roll the ball forward. The first player runs toward the ball.

Free Kick Wall

When the opposing team is executing a free kick, as the kicker is approaching the ball, press and hold the following buttons to control the players in the defensive wall.

▣ **button:** Everyone jumps.
⊗ **button:** No one jumps.
◎ **button:** One or two players break from the wall. Those that remain in the wall jump.
◎ **button + ⊗ button:** One or two players break from the wall. Those that remain in the wall do not jump.

No buttons pressed: Some players jump and some players do not jump.

When the opposing team is taking a free kick, hold down the △ button to have your keeper move toward his defensive wall.

Game Controls \ Set-Pieces

Throw-Ins

Short throw-in: Press the ⊗ button to pass to the nearest teammate in the direction of the throw.

Long throw-in: Press the ○ button to make a long throw in the direction the thrower is facing.

Lead throw-in: Press the △ button to throw the ball into space ahead of a teammate.

Penalty Kicks/Penalty Shoot-Outs

Both the kicker and the keeper choose one of six different directions: up, down, left, right, down/left, and down/right. Press down and left or down and right on the directional button to shoot or dive towards the lower-left or lower-right.

Kicker: Press the □ button to kick the ball in the direction that the directional button is being held.

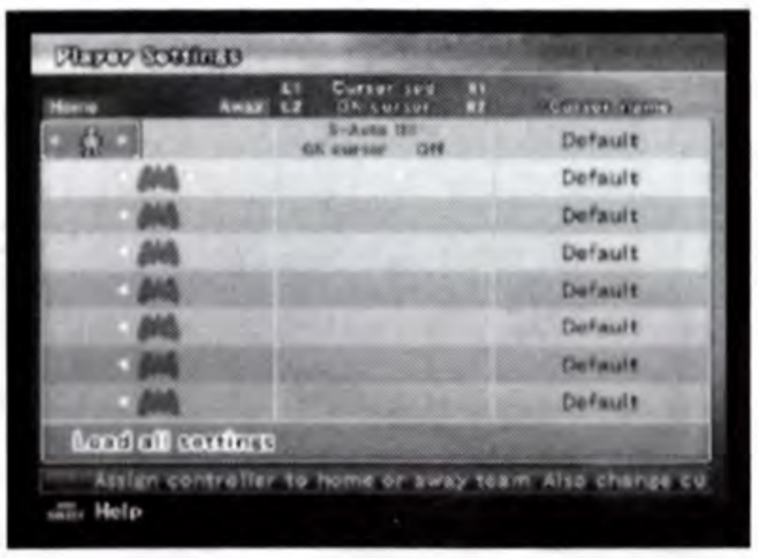
Keeper: Guess the location of the shot before it is kicked, and hold down the directional button in the appropriate direction.

Player Settings

When a mode is selected, several setup screens are displayed. Use the directional button to select options, the ⊗ button to enter selections, and the △ button to cancel.

Player Settings

1 You play the game.
2 The game is played with computer (COM) support.
3 The game is played by the computer, but you set up and execute team formation and strategy.



Cooperative play is possible in League Mode, but players cannot compete against each other. The same applies for Cup matches in one-player mode. Settings are saved in the Option File. Player settings for multiplayer games in Cup Mode are only valid for the game in progress and cannot be saved.

Cursor Speed

Sets how quickly the player cursor displayed above players' heads during matches switches from one player to another.
Fix: The cursor is fixed on one player.
Manual: The user controls the switching of the cursor by pressing the L1 button.
S-Auto: There are eight speeds to choose from, from | (slow) to ||||||| (fast). The user can also switch manually between players, even in S-Auto mode.

GK Cursor

Sets whether or not the player cursor displayed above players' heads during matches can switch to the goalkeeper.
On: Pressing the △ button and L1 button together will switch the cursor to the goalkeeper during defense.
Off: The cursor cannot be switched to the goalkeeper.

Cursor Name Display

Sets the player cursor name display to Default, Option File, or Player Name.
Default: Displays the user's number (1-8).
Option File: This is the same as the save file name of the Option File you are using. You can edit the name of the Option File (or any data file) by selecting the "Options" > "WES Data Control" > "Enter save file name" option.
Player Name: Display the name of the player under the cursor.

Load All Settings

Loads the Option Files from each memory card (8MB)(for PlayStation®2) corresponding to a connected controller. From each loaded Option File, player settings, button configuration data and user name data are applied to that controller. This allows all Option File data from all inserted memory cards (8MB)(for PlayStation®2) to be loaded at once.

Team Selection

Select the team to take part in the match. Use the ⊗ button to enter the selection, the △ button to go back, and the □ button to randomly select the teams. In Cup Mode and League Mode, the ○ button resets all teams.

General Settings

Uniform Selection

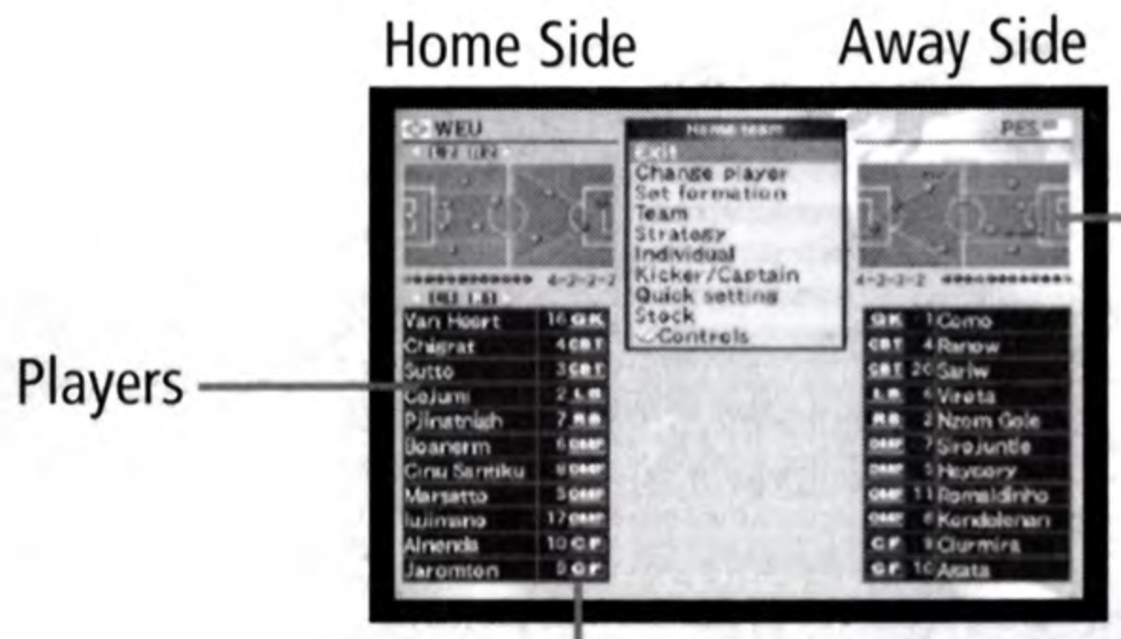
Select the uniform that will be worn during the match. Use the ◉ button and the directional button to switch between the home and away shirt, shorts, and socks. (The uniform combination for the Japanese team cannot be altered.)

General Settings

Entrance Scene: Turn the entrance scene on/off. In all modes other than Match Mode is an additional "Important matches only" setting.
Difficulty: Select one of five difficulty levels, from one star (easy) to five stars (hard). A six-star difficulty level can be purchased from the WE Shop. The Master League has its own difficulty setting.
Match Type: EX. to choose whether a match can go into extra time or not, and whether golden goal or silver goal rules apply. P.K. to choose whether a tied result leads to a penalty shootout.
Substitutions: Select the number of substitutes in a match.
Injuries: Select whether a player can be injured during a match or not.
Referee: Select a specific or random referee.
Match Time: Select the playing time of a match.
Time of Day: Select a daytime, nighttime, or random match.
Season: Select summer, winter, or random. When you select a winter season, you can change the Weather setting to snow.
Weather: Select fine, rainy, or random. When you select a winter season, a snow selection is also available.
Stadium: Select the stadium in which the match is to be played.
Stadium Effects: Turn on/off the effects that occur in the stadium during the game, such as the release of flares. When playing in certain stadiums, or if the Japan national team is playing, flares will not be released regardless of the setting.
Ball Type: Select the type of ball. You can activate this option at the WE Shop.
Ball Effect: Select to have a rainbow effect in replays. You can activate this option at the WE Shop.
Support Stance: Select Home and Away (the crowd supports the home team), Neutral (the crowd supports both teams equally), or Player (the crowd supports the player's team). During games against another user, support reverts to neutral.
Attendance: Select the number of home and away supporters attending the match, from one star (few) to three stars (many), or a random attendance.

Formation Setup

You can change a wide range of parameters before the start of a match via the Formation Setup screen, or restore parameters to their default settings. Edited formation/strategy data can be stocked with the Stock option, and will be automatically loaded when the Formation Setup screen is accessed. You can also access the Formation Setup screen while a match is in progress by pressing the START button to display the Pause Menu.



If you are playing the Master League Mode, League Mode or Cup Mode with Accumulated Fatigue on, the fatigue level will be displayed.

Change Player

Select the player you wish to substitute and the player you wish to send on with the ⊗ button. After selecting one player, the players that are a suitable match for a substitution are highlighted. When you make a substitution during a game, the new player enters the game the next time the ball goes out of play. The names of players that have been sent off with a red card are darkened, and those players cannot be selected. Press the L2 button and R2 button to switch between parameters. The ◉ button switches between the cooperation displays, to show the degree of teamwork between the players.

Formation Setup

Set Formation

Choose your basic formation and match strategy here.

Change

Default: Revert to the formation originally used by the team.

Formations: Select a formation to use from the list. First, select the number of players to play as defenders, midfielders, and forwards. Next, select the structure of the midfielders. The letters display the different positions of the defensive midfielders. If you are using a formation with more than two forwards, use the left and right directional buttons to decide the positions of the forwards. The letters on the right display the different position of the second striker.

Edit Position

Select a position for each of the players. Positions must be within the maximum and minimum limits shown in the table.

	DEFENDERS	MIDFIELDERS	FORWARDS
MAXIMUM	5	6	5
MINIMUM	2	2	1

Select Role

Choose a role for each player.

CF	Center Forward	Tries to score goals from a position in front of the opponent's goal.
SS	Second Striker	Makes shots and creates goal chances with a last pass.
WF	Wing Forward	Attacks from the sides, creating goal-scoring opportunities.
AMF	Attacking Midfielder	Midfielder playing aggressively upfield.
SMF	Side Midfielder	Attacks from the wings.
WB	Wing Back	Defends and attacks from the wings.
CMF	Centre Midfielder	Balances play between attacking and defensive responsibilities.
DMF	Defensive Midfielder	Plays back in a defensive role. Also moves up the sides to participate in attacks.
SB	Side Back	Defends the wings and moves up the sides to participate in attacks.
CB	Center Back	Stops attacks in front of his own goal.
CWR	Sweeper	Stays at the back of the defense to cover any gaps left by the other defenders.
GK	Goalkeeper	Blocks shots and protects the goal.

Automatic Sort

The player's positions will be automatically changed according to the selected formation.

Auto-Sort Opp. Team

This can only be selected during an Exhibition match against the computer.

Team

Attack/Defense

This is displayed under each player's nameplate during a match. There are five levels of settings. This option allows you to raise or lower the whole team's attack-mindedness and defense-mindedness. You can select from four types: Manual (L2 button + R1 button or R2 button), Auto-Defense, Normal, and Auto-Attack.

If you increase the attacking level during an attack, the defense is more likely to push up and join in. Lowering the level will keep the defense back to better deal with any counterattacks.

If you increase the level when defending, the defenders become more aggressive in pushing to win the ball, and the attackers' passing options will be reduced. Lowering the level causes the defenders to fall back and defend the goal in numbers.

When you push the level to its maximum range, the entire team will attack or defend regardless of individual attack-mindedness settings.

Defense System

Choose your defensive strategy.
Normal: If a defensive player does not have individual mark settings, the player will mark an opposition player that enters his own zone.
Sweeper: A system where one player is kept as a "spare" while other players mark the opposition players. The sweeper must be selected. In this system, when a player is designated as the sweeper, you will be unable to change his mark settings.
Line Defense: The back defensive line moves as a unit to preserve its formation. When this option is selected, you cannot change the mark settings.

Team Strategy

Select team strategies. These settings may also affect other strategy settings.
Back Line: Moving the back line forward causes the defense to play further forward.
Zone Press: Multiple defenders approach the opponent ball carrier.
Offside Trap: The defensive line moves forward and plays the offside trap.
Counter Attack: No matter where the ball is, one player will play well forward in an attacking position.

Each strategy can be set to one of three levels:
A: The strategy is actively pursued, but the players tire quickly.
B: The strategy is pursued at a normal level.
C: The strategy is passively pursued, but the players tire slowly.

Settings List

The attack/defense levels, defense system, and team strategy can all be adjusted with this single menu.

Strategy

A maximum of four settings can be used. There are two modes: Manual and Semi-Auto. In Semi-Auto mode, one of the four strategies is executed by the player, and the other three are executed automatically. The strategies are executed by pressing the L2 button. In Manual mode, the player executes all four strategies. A strategy is assigned to each of the ○, ×, △, and □ buttons, and these strategies are executed individually by pressing the relevant button together with the L2 button. The names of the strategies are not displayed during matches, so you will have to remember which strategy is assigned to which button. All four strategies can be executed at the same time.

No Strategy	Do not set a strategy.
Normal	Balance between attack and defense.
Center Attack	Forwards push aggressively through the middle.
Right Side Attack	Team weighted to the right side; players aggressively overlap on the right side.

Formation Setup

Left Side Attack	Team weighted to the left side; players aggressively overlap on the left side.
Opposite Side Attack	Players stay on the opposite wing of the attack, to allow the attack to be quickly shifted to the other side.
Change Sides	Players switch to the opposite wings to disrupt the markers.
Center Back Overlap	Selected center back participates in attacks.
Zone Press	Multiple defenders pressure the ball carrier.
Counter Attack	No matter where the ball is, forwards play far upfield.
Offside Trap	The back line moves up to catch forwards offside.
Formation A, B	Switch between formation setups labeled A and B. When both Formations A and B are selected, Formation A will be used.

Formation A/B
When Formation A/B has been selected, you can adjust its settings here.

Copy to "A"/"B"
Copy the current settings to the Formation A/B settings.

Individual
You can issue specific instructions to individual players. Select a player to change his settings.

Attack-mindedness
Adjust how the player acts during an attack. Attack-mindedness can be increased in a maximum of two directions.

Defense-mindedness
Adjust how active the player is in participating in defense. You can set this to High, Normal, or Low.

Mark Settings
Change the marking settings for each player. This option is unavailable when the defensive system is set to Line.
Covering: Do not mark any particular player. Cover space left exposed by teammates.
Zone Mark: Mark attackers that enter a specific area. Break off the mark when he moves away.
Man-to-Man: Mark a specified player. After indicating the player to be marked, you can set the marking to Normal (mark only when defending) or Aggressive (always mark player).

Covering

Zone Mark

Man Mark

Man Mark (Active)

Set Position and Select Role
You can make the same changes as with the same options on the Formation menu.

Kicker/Captain

Select Kicker

Select players to take free kicks (short/long), corners (left/right), and penalties.

FK: Free Kick

S: Short
L: Long
CK: Corner Kick

L: Left Corner
R: Right Corner
PK: Penalty Kick

Select Captain

Assign a player to serve as team captain.

Quick Setting

Choose a strategy setting from a simple, single menu.

Stock

You can save and load up to ten sets of formation and strategy settings. To use or update the data loaded for each of the home and away teams, select the Stock option from the menu. Press the ⊗ button to copy data, and press the ⊗ button again to paste it into a new location. Using this function, you can save the current settings by copying data from the Now In Use location and pasting it into one of the Saving Data locations. Likewise, by pasting data into the Now In Use location, you can load previously saved data. You can copy and paste data from any of the ten Saving Data locations. You can restore settings to their original values by copying the Default data and pasting it into the Now In Use location.

Game data from Master League and League play is stocked as Now In Use data. Unlike Formation Copy in the Formation Settings option, the content is stored as is with the League Data. When you load previously saved League data from a memory card (8MB)(for PlayStation®2), your stocked formation data is autoloaded along with it.

Data Management

Save: Save all ten sets of stocked data to a memory card (8MB)(for PlayStation®2).
Load: Load stocked data from a memory card (8MB)(for PlayStation®2).
Copy from Opponent: Copy opponent's stock data into your own stock.
Change: Switch stock data with the opponent. When the opponent is another user and not the computer, you must wait for your opponent's response.
All Clear: Delete all data in stock.

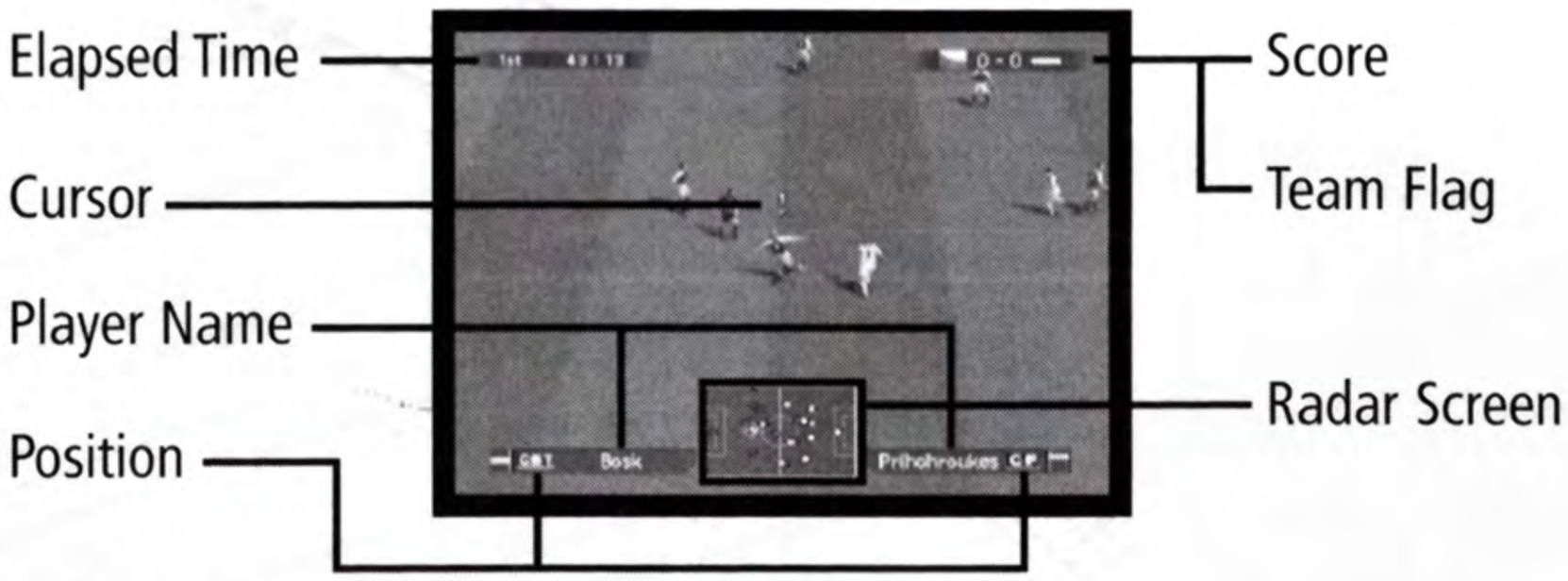
Controls

A series of tutorials that describe all the functions of Formation Setup.

Game Screen

During the Match

Display settings can be adjusted by selecting Change Display from the Pause Menu.



Adjusting the Attack/Defense Level

L2 button + R1 button: Increase the attack level
L2 button + R2 button: Increase the defense level

Other

Players who have received yellow cards

The number or name over the cursor will be displayed in yellow for players who have received a yellow card.

Play on

When a team is fouled, but in the referee's judgment the team is in a better position if the game is not stopped for a free kick, play will be allowed to continue.

Player being treated (1)

This icon is displayed while a player is off the pitch for treatment.

Player being treated (2)

This icon is displayed when a player is off the pitch for treatment and unable to return to the game.

Player Hurt

This icon is displayed when a player is hurt, but play continues.

Free Kick type

Direct free kick

Free Kick type

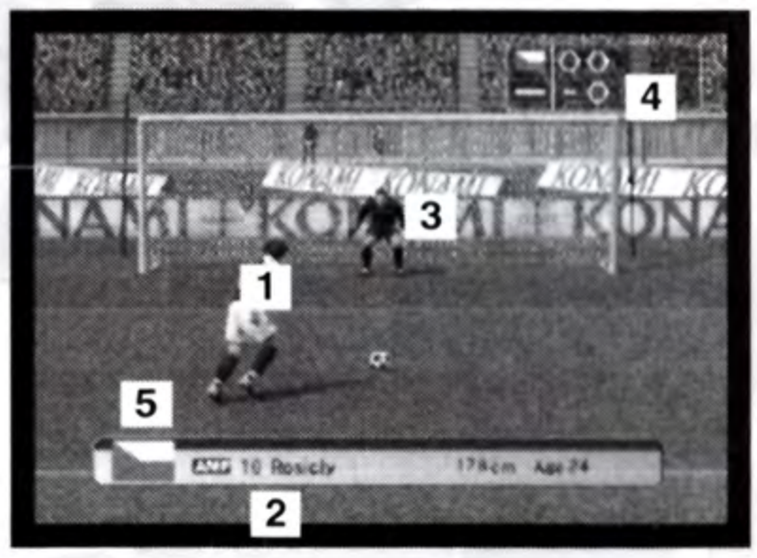
Indirect free kick

Injury Time

Number of minutes of injury time

Penalty Kick Matches

1. Kicker
2. Player Information
3. Goalkeeper
4. Score
5. Team flag



Pause Menu (During Match)

Resume Match: End pause and continue the match.
Formation Settings: See the Formation Setup section.
Stock Current Formation: Stock the current formation in League Mode and Master League Mode.
Select Kicker (Thrower): Choose your kickers and throwers.
Press the SELECT button on the free kick screen to have two kickers line up beside the ball. You can assign one player to stand close to the ball and one to stand farther away. For instructions on how to take a free kick, see the Set-Pieces section.
Change Player: Substitute players. Each match has a limit on the number of substitutions that can be made.
Player Settings: See the Player Settings section.
Camera Type: Adjust the angle of the camera in front of the goal (Camera Angle) and select camera type. Normally, the camera follows the ball, but you can also set it to follow player cursors.
Screen Settings: Adjust the on-screen displays, including the radar screen, name plates, (team) attack and defense-mindedness, clock, score, and strategy mark.
Sound Settings: Adjust sound settings and volume.
Button Configuration: Change the in-game button assignments and pass settings.
Command List: View a summary of the in-game controls. Use the L1 button and R1 button to switch between attack, defense, and other categories.
Replay: Watch the previous play again.
Quit Match: Quit the match and return to the Mode Select screen.

Pause Menu (Training)

Options are the same as during a match.

Formation Setup

Press the START button at the Formation Setup screen to control the reserve players. Up to eleven of your reserve players can participate in the training. Select the Change Player option for the reserves, select the player you wish to add or remove from the training session, and press the ⊗ button to confirm. You can also change the formation and strategy settings.
When you wish to replace one of your starting eleven with a reserve player, select the Change Player > Replace option. Scroll down the list to find the substitute players, and substitute them in as you would during a match.

Training Menu

Choose normal training, or practice taking shots, free kicks, and corners from the left and right.

General Settings

See the Training Mode section.

Rest

Restore energy expended in training.

To Mode Select Menu

End training and return to the Mode Select screen.

Results Menu

View the details of the match and individual performances.

Game Menus

Match Details

View the statistics from the match. Press the L1 button and R1 button to page through the screens.

Match Record: See number of shots, fouls, etc.

Game History: View significant events and when they occurred in the match.

Card Record: Check the cards issued to each team.

Possession (%): View time and zone possession, and areas of play.

Total Shots on Goal: See when, how, and where shots were made.

Change Player: View the substitutions made throughout the match.

Individual Game Records

View the details of each player's performance during the match.

Area of Play: Shows where the player was active on the field.

Area Played To: Shows where on the field the player had possession of the ball.

Area of Possession: Shows where on the field the player had contact with the ball.

Passes Between Players: Press the ⊗ button on the Individual Game Records screen to see a summary of the number of passes exchanged with each of the other players.

Other Match Results: During League Mode and Master League Mode, press the △ button to see the results of other matches in the same league.

Memorial Match: Before displaying the Results Menu for a Memorial Match, the home and away sides will both be automatically saved. The total Memorial Match results will be displayed when the save has finished successfully.

MATCH MODE

Exhibition/Penalties

The Exhibition mode allows you to choose your favorite teams for a single match. You can choose from 57 national teams and 138 club teams, and you can have a national team play against a club team. By selecting the "Load Master League Data" option, you can play with your own Master League teams. For the Penalty mode, you decide the kicking order after selecting the teams.

Memorial Match

It is possible to record the results of matches against your friends. In order to play a Memorial Match, memory cards (8MB)(for PlayStation®2) with Option Files on them are required: one for you and one for the second player. The home player's memory card (8MB)(for PlayStation®2) must be inserted into MEMORY CARD slot 1, and the away player's into MEMORY CARD slot 2.

The player setting data and button configuration data will be automatically set upon loading and automatically saved after the match, along with match results. These results can be viewed by selecting the "Options" > "Museum" > "Memorial Match Data" option.

Quick Start

Choose P1 Quick Start for a player-versus-computer match, or P2 Quick Start for a player-versus-player match.

Penalty Shootout

For a penalty shootout you must decide the kicking order after you select from the 57 national and 138 club teams.

LEAGUE MODE

National Leagues (Club Teams)

Double round-robin home and away matches (each team plays the same team twice).
Full seasons only.
18 registered players, with no limitations on foreign players.
11 starting players and seven reserves on the bench.
Maximum of three substitutions per match.
Two yellow cards in one match results in a sending-off.
No extra time or penalty shootouts.

Italia: Serie A

League Rules	20 teams, 38 matches.
Cumulative Cautions	Players accumulating four yellow cards are banned from the next match. The number of yellow cards resulting in a ban then falls to three, two, and finally one before returning to four again.
Red Card	Ban from the next match.

Holland: Eredivisie

League Rules	18 teams, 34 matches.
Cumulative Cautions	Players accumulating four yellow cards are banned from the next match. The next two yellow cards, and any subsequent single yellow card, will incur a ban from the next match.
Red Card	Ban from the next match.

Game Modes

Spain: Liga Española

League Rules	20 teams, 38 matches.
Cumulative Cautions	Players accumulating five yellow cards are banned from the next match.
Red Card	Ban from the next match.

England League

League Rules	20 teams, 38 matches.
Cumulative Cautions	Players accumulating five or eight yellow cards are banned from the next match, and banned from the next three matches if they accumulate 12 yellow cards.
Red Card	Ban from the next three matches. Receiving two yellow cards in one match also results in a ban from the match after next.

French League

League Rules	20 teams, 38 matches.
Cumulative Cautions	Players accumulating three yellow cards are banned from the next match.
Red Card	Ban from the next match.

German League

League Rules	18 teams, 34 matches.
Cumulative Cautions	Players accumulating three yellow cards are banned from the next match.
Red Card	Ban from the next match.

International League

Participating teams can be freely picked from the national or club teams. The same team can be registered by multiple users.
Maximum of 20 teams/20 users.
A half season is played as a single round-robin. A full season is played as a double round-robin.
23 registered players.
11 starting players and 12 reserves on the bench.
Maximum of three substitutions per match.
Two yellow cards results in a sending-off.
Cumulative cautions (two yellow cards or one red card result in a ban from the next match).
No extra time or penalty shootouts.

Formation Setup

Before each match in League, Cup and Master League Modes, you can set and save your lineup, formation, and strategy with the "Set Formation" option. You can also make all future matches use the same formation by selecting "Pause Menu" > "Stock This Formation" during a match. When more than one user is playing the game, the "Set Formation" option is not displayed.

Data

This option allows you to examine the match calendar, league match info and statistics, cup info and statistics, and a records room with goal and assist records and season results for the last 15 seasons.

General Settings

Several of the General Settings options appear only in League mode.

Cup matches during season: Set whether to have Cup matches during the season. (If the number of players is more than one, this option will automatically be set to "No.")
Accumulated Fatigue: Set whether the fatigue of players who appear in a series of matches accumulates or if they fully recover between each match.
Auto Save: Set whether game data is automatically saved after each match. (This is not an auto-save of the Option File.)
Change General Settings: Set whether environment settings can be altered after the game has started.

CUP MODE

International Cup

Participating Teams	32 national teams.
Tournament Style	A first round with eight groups of four teams each, and a second knockout round with the top two teams from each of the first-round groups.
Miscellaneous	Silver-goal extra time and penalties in the second round only.

European Cup

Participating Teams	16 European national teams.
Tournament Style	A first round with four groups of four teams each, and a second knockout round with the top two teams from each of the first-round groups.
Miscellaneous	Silver-goal extra time and penalties in the second round only.

Africa/America/Asia-Oceania Cups

Participating Teams	All teams from the respective areas.
Tournament Style	Knockout tournament.
Miscellaneous	Silver-goal extra time and penalties are allowed.

Konami Cup

Participating Teams	Choose national or club teams.
Tournament Style	Choose league groups or a knockout tournament.
Miscellaneous	Extra time and penalties follow the International Cup format for a group tournament, or the Africa/America/Asia-Oceania Cup for a knockout tournament.

Game Modes

General Settings

Home & Away: In a knockout tournament, each round usually consists of one home game and one away game. You can set this on/off for the Africa, America, Asia-Oceania, and Konami Cup tournaments. (The final round is a single game, and does not have home and away matches.) If the outcome of both matches in a round is a draw, the points for the away games are doubled to calculate the overall point difference. If that still fails to determine a winner, a decision is made by extra time and (if necessary) penalties.

MASTER LEAGUE MODE

In the Master League, you create and manage your own team, with the aim of becoming the strongest team in the league. There are four leagues, each split into Division 1 (16 teams) and Division 2 (eight teams), and you compete against computer teams (called COM teams) in a round-robin tournament. Teams are promoted or relegated, depending on their results, and high-performing teams are invited to take part in major tournaments. The Master League allows you to keep playing until your team reaches whatever level of excellence you strive for.

The Points System

Points are awarded for a match win or draw, and for outstanding performance in league or cup tournaments. Points can be used for acquiring players from other teams and paying your own players' salaries.

The WE Shop

You can spend WES points at the WE Shop to unlock special functions that make the Master League even more exciting.

ML League Composition: This adds a function to the team selection screen which allows you to alter the Master League by choosing which teams join, or by starting your team in Division 1.
ML Starting Points: This allows you to select how many points you start the Master League with.

Changing League and Cup Names

You can change the names of the four Master League Mode leagues, and the four Master League Cups, in Edit Mode.

Starting Players

Master League Default Players: Start with common players, whichever team you choose.
Match Mode Players: Start with the original members of the team used in Match Mode.
Create Original Team: Create your own team to start with.

Team Selection

Select a team to use. (You cannot do this if you created an original team.)

League Selection

Select which league your team will join. The composition of the team changes, depending on the league. You start in Division 2 of your chosen league.

Editing the League

If you unlocked ML League Composition at the WE Shop, you can edit which teams participate in the league, You cannot edit the league after games have been played.

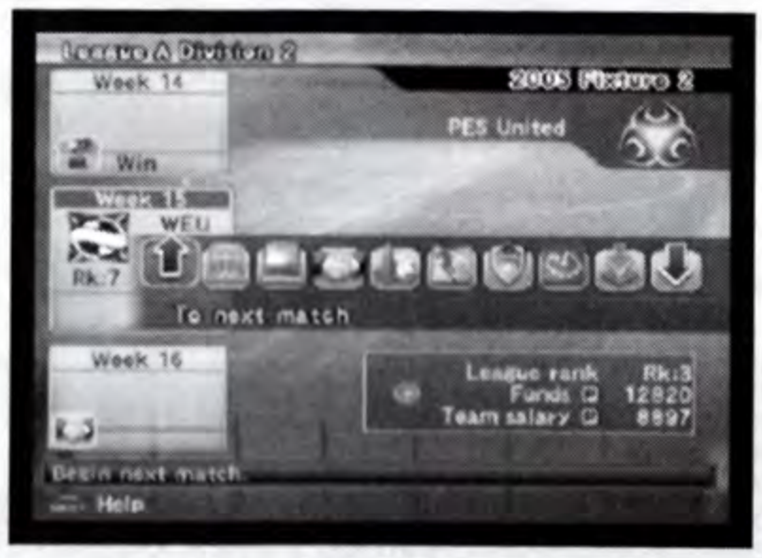
Game Over

The Master League ends under the following conditions:
Your team's points fall below zero.
The number of players on your team falls to 15 or fewer.
You must pay all of your players' salaries in the last week of the season (week 44), so use the Main Menu to make sure that your point total is not less than the total amount of all your players' salaries.

Main Menu

Menu Icons

Move the cursor left and right to select the various icons and menu options.



Schedule

From top to bottom, the schedule indicates last week's results, this week's schedule, and next week's schedule. The Cup icon is displayed when there are matches other than league matches in the same week. The Negotiation icon is displayed when there is the possibility of a negotiation.

League Rank, Funds and Team Salary

A red indicator means you do not have enough points for the salary payment in the last week of the season.

Tournament Rules

Conditions for Promotion/Relegation

The top two teams in Division 2 at the end of the season are promoted to Division 1, and the bottom two teams of Division 1 are relegated to Division 2.

Conditions for WEFA Championship

Division 1, third to sixth place: Enter from the qualifying group stage.
Division 2, first and second place: Enter from the first round.

Conditions for WEFA Masters Cup

Division 1 Cup: Winner.
WEFA Championship qualifying group stage: Third place.
WEFA Championship first round: Third or fourth place.
If the team has qualified for the WEFA Championship, that takes precedence. Qualification is lost if relegated to Division 2.

Locker Room

Opponent Data: Displays the formation, startling lineup, key players, and strength comparison of the opposing team in the current week's match.

Match Analysis: This displays detailed data of your shooting, attacking, and defensive patterns. A record of 15 matches is kept for Division 1, and seven matches for Division 2.

Set Formation: Set up your team formation and change your registered players. Certain players may be non-selectable if they meet one of the following conditions:

Players whose cumulative cautions have exceeded the regulated level.

Seriously injured players.

Players called up by their national team.

Players on loan.

Game Modes

Data

Calendar: Displays match fixtures and results of past matches.
League Match Info: Displays the rankings table for league matches, team information on all league teams, and goal and goal-assist rankings for league matches.

Cup Info: Displays the rankings table for cup matches, team information on all league teams, and goal and goal-assist rankings for cup matches.

WEFA Ranking: Shows the ranking of each team after their victories and defeats have been converted into points. The team ranking is updated four times per season, in weeks 8, 16, 28, and 36. The league ranking is determined by the results of the WEFA Championship and WEFA Masters Cup, and is updated once per season.

Records Room

Total Goal and Assist Rankings Shows the total goals and total assists of top players in the Master League, both active and retired.

Point Ranking Shows the all-time best Master League player at each of four positions: forward, midfielder, defender, and goalkeeper.

My Best Eleven Shows the members of your current Master League team. You can also load and view past My Best Elevens.

Save My Team Data Save your current Master League team onto a memory card (8MB)(for PlayStation®2). This allows you to capture your ever-changing team at its peak. My Team data can be used in Match Mode, Training Mode, and Network Mode. MEMORY CARD slot 1 is the default at the start of the game, but you can change which MEMORY CARD slot is used when you load and save data.

Season Results: Check the past and current season results of your team. Icons are used to indicate exceptional player performances.

MVP

Top scorer

Top assister

Negotiations

To acquire a new player, you must negotiate directly with that player and with his current team. You will also need to renew contracts with players on your own team. You are not the only one who can initiate negotiations, and offers will come in from computer teams.

Rules for Negotiations

There are two time periods for negotiations: midseason (weeks 16-19) and off-season (weeks 37-43).
You can carry out up to five negotiations per week.
You cannot negotiate if the number of players on your team will increase to more than 32.
You cannot release a player if it will reduce the number of players on your team to less than 16.
You cannot negotiate for a player on loan.
Contracts for players 32 years old and above are limited to two years.
Contracts for players 35 years old and above are limited to one year.

Flow of Negotiations

1: Search

Decide on the player you want to acquire. There are six different ways to search. If you find a player that you are interested in, add him to your list. If negotiations fail, you will not need to search for him again.

Quick Search: This automatically displays the most skilled players you can acquire with your current points. Recommended for beginners who aren't sure which player it's best to go for.

Talent Search: Specify the team position, personality, and special skills you want from your new player to view a list of candidates. Recommended if you're trying to strengthen your team.

Advanced Search: Specify various requirements such as skills and special characteristics to view a list of players that fulfill them. Recommended for advanced players with plenty of knowledge.

Search by Group: View a list of players on a specific team. You can also view newcomers, players not affiliated with any team, players belonging to teams outside the Master League, and edited national players.

Search by Nationality: Select a nation and view all of its native players.

Show All Players: Display every player in the Master League market.

Negotiation Difficulty and Player Growth

The higher the number of stars (up to three) next to a player's name, the more likely the negotiations will succeed. If the Game Level is set to five stars, the difficulty of negotiations will not be displayed. You are likely to have higher success rates with players in a lower position in the league standings, players on a lower division team, and inexpensive players.

Press right on the directional button to see the growth phase of the selected player, indicated by a yellow arrow. The up/right arrow indicates an improving player, the right arrow indicates a player at his peak, and the down/right arrow indicates a player in decline.

2: Apply for Negotiations

Select the player from your search results that you would like to acquire, and choose how you would like to negotiate for him. Players whose names are darkened cannot be negotiated with.

Negotiation Type	Description	Negotiation Terms
Transfer	Used to negotiate for a player already on a team. You will need to pay Transfer Points to the team in question, and specify the contract period in terms of number of seasons.	Transfer Points, Annual Salary Points, Contract Period
Trade	Used to swap player for player. Negotiations can take place with players that have six months or more left with their current team. You will have to pay Transfer Points corresponding to any difference in abilities.	Trade Player, Transfer Points, Annual Salary Points, Contract Period
Loan	Used to acquire a player for a limited period of time. Negotiations can take place with players that have 12 months or more left with their current team. The loan period is divided into one-week units, and it cannot overlap seasons.	Loan Transfer Points, Loan Period
Renewal	Used when the contract of a player on your own team has expired. You can extend his contract in to the next season.	Annual Salary Points, Contract Period
Contract	Used to acquire created players, new players, and players with no team due to expired contracts. You can find all of these player types with the Search by Group option.	Annual Salary Points, Contract Period

3: Decide on Terms
When you have decided on your negotiation type, a screen will be displayed on which you must confirm the terms. You can cancel negotiations if the week has not yet begun.

4: Final Confirmation
You can check the details of negotiations made in the same week by looking at the Balance Forecast. If you want to make changes to any terms, select the player in question with the ⊗ button. Be careful not to let your points fall below zero!

5: Player Response
You will receive an answer back from the other team the week after proposing your negotiation. Red results are for negotiations with players on other teams, and blue results are for negotiations with players on your own team.

6: Transfer
Successful transfers will go through in the week the negotiations were made.
Payment of Points for Successful Negotiations
Transfer Points: Paid when the player joins the team.
Annual Salary Points: Players that join the team mid-season (between weeks 16 and 19) are paid salary points for half a year (Annual Salary Points divided by two). Players acquired off-season are paid a full year's Annual Salary Points during the last week of the season (week 44).

COM Application for Negotiations
1: Offer Notification
If a COM team wishes to negotiate for one of your players, you will be notified of its offer at the beginning of the week.

2: Confirmation of Terms
Select players for which you have received offers with the Negotiations > My Team option to view the details of the negotiation terms. If you have offers for the same player from more than one team at once, use the L1 and R1 buttons to switch between them.

3. Respond
Accept or reject the offer.

4: Final Confirmation
You can check the details of negotiations made in the same week by looking at the Balance Forecast. If you want to make changes to any terms, select the player in question with the ⊗ button. Be careful not to let your points fall below zero!

Renewal Application
At the start of the off-season (week 37), you will automatically receive renewal offers for players whose contracts have expired. You can view the terms with the Negotiations > My Team option. If you select Don't Renew, the player will be dropped from the team. If the number of Annual Salary Points you offer is insufficient, the player may choose to turn down your contract renewal request. If this is not resolved by week 43, your negotiations have failed and the player will be dropped from the team.

Releasing a Player
1: Select a Player
Select the player you want to release with the Negotiations > My Team option. You can only release a player during the negotiation periods.

2: Decide Course of Action

Release: Dismiss the player immediately. You will have to play Penalty Points for the remainder of his contract period. If it is mid-season (between weeks 16 and 19), you will receive a refund of half a year's Annual Salary Points.

Put up for Transfer: The player will remain a member of your team, but will also appear in transfer lists, thus increasing the likelihood of receiving a negotiation offer from another team.

Symbols Used in Player List

When carrying out negotiations, the following symbols will be displayed before a player's name. Players whose names are darkened cannot be negotiated with.

(Green arrow) Player in transfer negotiations

(Green arrow) Player on own team in transfer negotiations

(Blue arrow) Player in loan transfer negotiations

(Blue arrow) Player on own team in loan transfer negotiations, or player already on loan

Player in trade negotiations

(Grey arrow) Player under contract renewal

(Red arrow) Player in contract negotiations (unplaced/new player)

Player on own team up for transfer

Using Created Players

You can register players created in Edit Mode in the Master League, with some restrictions:
The registered age must be 17.

A created player that has been a member of a team will be stocked in the Master League save data. Any subsequent changes made to the player in Edit Mode will not be reflected in the Master League.

You can stock up to 32 created players in the Master League save data.

If an acquired created player is dropped from the team, all of his records (ability changes through development and decline, ranking stats, etc.) will be lost.
The created player's age and abilities as created in the Edit Mode will not be carried over into the Master League.

Regulate Condition

Regulate Condition: Select OK to improve the condition of a random number of players on your team. You can only use this option once per week.

Free Training: Play a free training game with your team.

Off-Season

Use the off-season period to build up your players by training in specific categories. Each training category boosts specific player statistics. Make sure to rest your tired players after their training sessions.
Scoring improves the player's attack, shot accuracy, shot power, and shot technique ratings.
Dribbling improves the player's dribble accuracy and dribble speed ratings.
Passing improves the player's short pass accuracy, short pass speed, long pass accuracy, and long pass speed ratings.

Defending improves the player's defense rating.
Free Kicks improve the player's free kick accuracy and curling ratings.
Headers improve the player's header and jump ratings.
Body Balance improves the player's balance rating.
Speed improves the player's top speed and acceleration ratings.
Goalkeeping improves the player's keeper skills and response ratings.
Teamwork improves the player's teamwork rating.

Development Sheet

As each season goes by, players get older and their abilities change. Improvements and declines vary with each individual player, but you can check a player's parameters with the Development Sheet option.
Development: A player gains experience with each match he appears in, and with the training he does off-season. When a player's experience reaches 100%, his ability level will increase.
Decline: The parameters of a player who has aged and passed his peak will start to decline.
Retirement: When a player reaches retirement age, he will make an announcement at mid-season. When the season ends, the player is removed from the roster.
The red line on the Development Sheet graph shows the player's ideal path of development, while the blue line indicates his actual development.

Edit Team

Edit Player Number: Change the numbers of your players.
Edit Team: Decide on the details of your team for next season, including its name, uniform, and emblem. After you save the data in the Option File, the data will be reflected in the Master League. You can only select the Edit Team option during the off-season, and you cannot use the created data in other modes.

General Settings

Choose the settings for the Master League.

Game Level: You can set the difficulty of the Master League from one star (easy) to five stars (hard). The Game Level affects both the skill of computer teams and the difficulty of negotiations. This setting can only be changed during the off-season.
Auto Save: Select whether to save the Master League game data automatically after each match. (This is not the same as the Auto Save option for the Option File.)

Save

Save the current Master League data to the memory card (8MB)(for PlayStation®2). MEMORY CARD slot 1 is the default at the start of the game, but you can change which MEMORY CARD slot is used when you load and save data.

Training Mode

Free Training

General Settings
Condition: Select the condition of each player, from top condition to bad condition, or a random condition for each player.
Fouls: Set whether fouls will be called or not.
Offsides: Set whether offside calls will be made or not.
Goal/Corner Kick/Throw-In: Set which team takes the goal kick, corner kick, or throw-in when the ball is put out of play.

Data Recording Interval: Set the data recording interval for use with the Play Again function. A shorter interval allows for more detailed data, but you will not be able to rewind the action as far as with a longer interval.
Play Again Button: Assign the SELECT button or no button to operate the Play Again function.

What is Play Again?

This function allows you to rewind the action and restart from an earlier point. Press START to call up the Pause Menu and select Play Again Retry, or press the SELECT button if you have assigned it as the Play Again Button. Now use the left and right directional buttons, or the L1 and R1 buttons, to rewind and fast-forward through the Play Again data. Press the SELECT button, ○ button, ✕ button, □ button, or △ button to resume play from the selected point.

Squad Games

Press START to call up the Pause Menu and select Formation Settings. Use the START button to switch control between the home and away teams. Choose the Participation option from the Away Team menu and select the players you want to take part in the match by moving the cursor over their names and pressing the ✕ button. Press the ✕ button again to remove the player from the match. Exit the Pause Menu and the selected players will enter the pitch.

Situation Training

A series of detailed training sessions in which the user learns and practices various intermediate-level techniques.

Challenge Training

A series of high-score training sessions in which you have fun while learning the various controls. Each event is divided into levels; beat the target score for a level to proceed to the next. Earning a high score qualifies you for the rankings. Clear progress and ranking data can be saved to a memory card (8MB)(for PlayStation®2). You can reload this Challenge Data later to try and break your previous records. Activate the Auto Save setting on the Options menu and data will be saved whenever a new record is set. You can also load My Team and Master League data for use in the Challenge Training and Original Dribble Challenge modes.

Original Dribble Challenge

This mode can be unlocked in the WE Shop, and allows dribbling courses to be edited and used in Challenge Training. You can save courses you make to a memory card (8MB)(for PlayStation®2).

Beginner Training

A series of training sessions for newcomers to the sport of soccer and to Winning Eleven.

Controls

Provides explanations of the game's basic controls. Press the buttons as indicated.

Edit Mode

In this mode, you can register created or modified players, and alter team flags, uniforms, and names. You can also copy created player data and edited team data.

Edit Player

This allows you to alter player details, such as the player's name and appearance, and also to create a new player or delete an existing one.

Player Name: Enter the player's name.
Commentary Name: Select the name used by the commentator during matches to refer to the player.
Name on Uniform: The name printed on the player's jersey.

Basic Settings

Various fundamental settings for the player. Perhaps the most important setting here is Injury, with the letters A, B, and C representing the likelihood of injury: A is a standard player, B is a slightly injury-prone player, and C is a very injury-prone player.

Position

Allows you to select a player's suitability for each position, and his favored side of play. The position shown for players who are skilled in more than one position is the one selected as the Registered Position with the ◉ button. Players placed in positions to which they are not suited will perform badly.

Nationality

Selects the player's nationality. Only available for players who are not part of a national team.

Appearance

Head: The player's facial appearance and hair style.
Physique: The player's height, weight, etc.
Boots: The type and color of boots.
Accessories: Wristbands, gloves, socks, etc.

Ability

Sets the values of the player's abilities, from 1 (lowest) to 99 (highest).
Attack: Suitability for an attacking position.
Defense: Suitability for a defensive position.
Balance: Ability to retain balance when challenged.
Stamina: Resistance to fatigue during a match.
Top Speed: The fastest speed at which the player can run.
Acceleration: Reduces the time it takes for the player to reach top speed.
Response: Speed of response to a loose or high ball.
Agility: Allows the player to make more agile movements.
Dribble Accuracy: Reduces miss-kicks when dribbling.
Dribble Speed: Reduces loss in speed between normal running and dribbling.
Short Pass Accuracy: Accuracy when sending a short pass.
Short Pass Speed: Allows a faster short pass.
Long Pass Accuracy: Accuracy when sending a long pass.
Long Pass Speed: Allows a faster long pass.
Shot Accuracy: Increases accuracy on goal when making a shot.
Shot Power: Allows a more powerful shot.
Shot Technique: Allows accurate shooting regardless of orientation or body position.
Free Kick Accuracy: Increases the accuracy of free kicks.
Curling: Bend the ball more.
Header: Makes it easier to succeed at a heading pass or shot.
Jump: Allows player to jump higher.
Technique: Receive the ball without it bouncing.

Aggression: Player will aggressively participate in attacks.
Mentality: Player will maintain abilities even when tired, and play well when losing.
Goalkeeping Skills: Improve catching and punching when playing as goalkeeper.
Teamwork Ability: Improves linking of passes to other players.
Consistency: Play remains steady throughout the match, and mistakes are reduced.
Condition/Fitness: Condition remains good even over successive matches.
Weak Foot Accuracy: Increases accuracy when the player kicks the ball with non-favored foot.
Weak Foot Frequency: Increases the frequency of the player kicking the ball with non-favored foot.

Special Ability
Selects the player's special abilities.

Base Copy
Copy an existing player to use as the template for a new player.

Creating a Player
To create a new player, choose an empty Unregistered location for your new player. Fill in the necessary details to create your player, or use the Base Copy option. Once your new player is complete, select OK and your player will be stocked in the location you chose. Once you've registered the player to a team with the Register Player option, your player can appear in matches. You can also use created players in the Master League.

Deleting a Created Player
Choose a created player and select Delete from the menu to remove that player's data. You cannot delete players who are registered with a team; you must deregister the player first with the Register Player option before deleting him.

Register Player
This allows you to change the members of a national or club team.

National Teams
Select the national team to register the player with. Move the cursor over the player to be removed from the national team and press the ⊗ button. Select the player to register from the list. Press the ⊗ button to finish the registration. The player can now appear in matches.

Club Teams
Select the club team to register the player with. Select the player to register from the list. Press the ⊗ button to finish the registration. The player can now appear in matches.

Edit Team
This allows you to alter a team's name, uniform, emblem, and stadium. Any changes made here are reflected in every game mode.

Set Formation
Alter the team's strategy and formation.

Team Name
Enter a new name and three-character abbreviation for the team.

Game Modes

Uniform

1st Uniform, 2nd Uniform, GK 1st Uniform, GK 2nd Uniform: Set the color and design of the shirt, shorts, and captain's armband.

Chest Logo: Place text or logos on the front of the uniform. This is only possible for club teams, as the national team uniform has the national flag on the front. You can have a maximum of three pieces of text, in the font style, size, and color of your choice, and you can use one or two logos you have created in the Pixel Editor.

Back Logo: Place text or logos you have created on the back of the uniform, and select the font style and color for the player name and number.

Shorts Logo: Place a logo you have created on the shorts, and select the font style and color for the player number.

Supporter Colors: Edit the colors of the team's supporters, which are seen on their clothes and banners.

Emblem

Change a club's emblem or create a new emblem. You can also edit the team flag, which appears in the stadium.

You can create emblems in 128 colors or 16 colors, and you can stock up to 50 of the former and up to 100 of the latter. When creating an emblem, you can use one of two tools: the Layer Editor (for 128-color emblems only) or the Pixel Editor. The Layer Editor is easier and faster to use, but the Pixel Editor allows for more control and detail. For best results, use both tools to create and refine your emblem.

Stadium

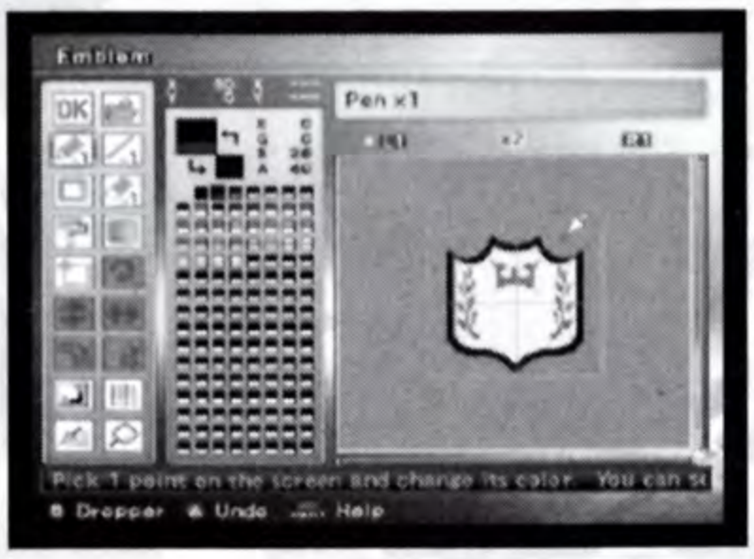
Change a club's home stadium.

Layer Editor

This editor allows you to place visual elements onto eight different "layers" and combine them into am emblem. Layer 1 is the layer on "top," and has the highest priority, while Layer 8 is on the "bottom," and has the lowest. The higher a layer's priority, the closer to the top it is displayed. When you close the Layer Editor, it automatically combines all the layers into a single emblem. Once layers have been combined, they cannot be restored.

Pixel Editor

This editor allows you to draw directly on the 64x64 pixel grid (32x32 pixels for logos) using pen, line, and fill tools, and cut, copy, and paste commands.



Edit Player Number

Select the number used by a particular player. If another player on the team already has that number, the players will switch numbers.

Edit Stadium Name

Change a stadium name.

Edit League or Cup Name

Change the names of the various Leagues and Cups.

Edit Boots
Change or create up to nine different boots. You can also select twelve different types of boots from adidas, in three styles: PredatorPulse II, F50+, and Patique.

Save Data Management
Change the Option File's save and load settings, and import data from Winning Eleven 8.

Option File
Auto Save: Toggle the Auto Save function on/off.
Save Option File: Save the current settings to a memory card (8MB)(for PlayStation®2).
Load Option File: Load the Option File from a memory card (8MB)(for PlayStation®2). Current settings will change to the settings in the loaded Option File.
WES Series Data Load: Import the data from a Winning Eleven 8 Option File to the Winning Eleven 9 Option File. The licenses for the Winning Eleven series change with every game, meaning you will not be able to import some players' names, team names, and stadiums.

Edited Data Manager
Insert a friend's memory card (8MB)(for PlayStation®2) with his Option File into MEMORY CARD slot 2. Load the Option File and copy any of your friend's edited player names, player data, and edited team data to your own Option File. Created players cannot be copied.

OPTIONS MODE

WE Data Control

Option File
Auto Save: Toggle the Auto Save function on/off.
Save Option File: Save the current settings to a memory card (8MB)(for PlayStation®2).
Load Option File: Load the Option File from a memory card (8MB)(for PlayStation®2). Current settings will change to the settings in the loaded Option File.
WES Series Data Load: Import the data from a Winning Eleven 8 Option File to the Winning Eleven 9 Option File. The licenses for the Winning Eleven series change with every game, meaning you will not be able to import some players' names, team names, and stadiums.

Enter Save File Name
Change the save file name of any save file, and change the user name of an Option File.

Copy Saved Data
Copy data from a memory card (8MB)(for PlayStation®2).

Delete Saved Data
Delete saved data from a memory card (8MB)(for PlayStation®2).

PSP™ (PlayStation®Portable) system Data Link
Transmit edited data from the Option File to the PSP™ system game Winning Eleven 9. Connect the PlayStation®2to the PSP via USB cable and USB connector, and select Data Link or Data Utility in Winning Eleven 9 to transmit the data.

Button Configuration
Configure the buttons and controls to be used in matches.

Sound Settings
Configure the frequency, volume, and type of commentary, and the volume of sound effects and music.

Game Modes

Museum

Cup Gallery: View trophies you have won in League and Cup play.
Replay Playback: Play back saved replay data.
Memorial Match Data: Review your Memorial Match stats. You can save win/loss stats for up to 20 opponents.
Credits: The people who brought you Winning Eleven 9.
View Stadiums: View the various stadiums.
BGM: Listen to the game's various musical selections.

WE Shop

By acquiring WEN points during play, you can unlock various items and options in the WE Shop: players, teams, stadiums, camera types, ball types, and more. There are four ways to earn WEN:

Complete matches.

Win matches in Master League, League, and Cup modes.

Clear the Challenge Training tests. Except for the Original Dribble Challenge, points are acquired when regular challenge skill levels are cleared.

Get yourself listed on all the Challenge Training rankings.
Display When WEN are Earned: Turn on/off the display that appears when you earn WEN points.

WEN Auto Save: Choose to auto-save after earning WEN points. This only applies when the Option File's Auto Save is on.

Screen

Adjust the image position on your television or monitor.

Language

Select the language of the in-game text and the commentary.

NETWORK MODE

Notes on Network Service

30 days' notice will be given regarding the end of the Winning Eleven 9 Network Service on the Winning Eleven website at winningeleven.konami.com. Once the Network service for this software finishes, it will not be possible to play the Network Mode.

The Network Service for this game is free of charge. However, in order to connect using a broadband network, separate fees may be incurred by an Internet service provider.

The Network Service for this game does not guarantee the quality of the connection. Due to the network environment, data may be lost and the player may be disconnected. The Network Service is not guaranteed to provide the same level of network play quality to all players at all times.

The content of this manual is correct as of November 1st, 2005. There is the possibility of additions and changes to the Network Service after this time. Any such additions and changes will be reported as soon as they are made on the Winning Eleven website winningeleven.konami.com.

Internet Connection

After selecting Network Mode, confirm the EULA (End User License Agreement) to proceed. Select the memory card (8MB)(for PlayStation®2) on which your network configuration is saved, then highlight the settings that you wish to use, and press the confirmation button to make the connection. If you have not set up your network settings, press the ■ button to proceed to the Network Settings configuration utility. Follow the prompts to create and save a configuration.

When you return to the Network Mode screen, select the network configuration you have set up.

An automatic test will be conducted to determine if your network connection can be used to play the Network Mode. If the test fails, check with your Internet provider that the port displayed on the screen can be used. There is also the possibility that the port needs to be released from the protection of a firewall, due to a router or other peripheral attached to the network. Refer to the user's manual for the peripheral in question concerning such settings.

When the test is completed, four options are presented.

Connect to the Lobby: Log into the Network Mode Lobby.

User Registration: Register the ID data that you will use for Winning Eleven 9.

Change Register Information: Change the registration data. You can change your password and email address after registering, but you cannot change your User ID. Select "Change" after completing your changes. When the screen displays "Changed registration data," you have successfully changed your data, and you will be taken to the login screen.

Disconnect: Disconnect and return to the network configuration selection screen.

User Registration

Before connecting to the Lobby, you need to complete user registration. Fill in each of the fields.
User ID: This ID of eight or more characters is not the same as the player name used in the game. You cannot register an ID that someone else has already registered.
Password: Use eight or more characters.
Password confirm: Re-enter the password.
E-mail address (optional): If you register your e-mail address, you will receive information from Konami.

Select "Register" when the form is complete. When the screen displays "Registered successfully," your information has been safely registered, and you will be taken to the login screen. Enter your User ID and password to continue into the Lobby. If the screen displays "The ID has already been registered," please change your User ID.

Login Screen

Network Mode begins with player data, edited data, and certain game options reverting to their default settings.

Firewalls/Troubleshooting

When you first connect online, you will be asked if you would like to automatically open a port for online play. If this is unsuccessful and your PlayStation®2 console is behind a router or network device with a firewall, you will then need to manually open UDP Port 3658. Additional UDP Ports for manual configuration are: one of the ports in the range of 5730~5739 and Open one of the UDP ports in the range 1024 ~ 65535 on the router and set this in the Winning Eleven 9 Network options.

TCP Ports required by the game are: 17001 – 17009 for lobby access, 80 and 443 for player ranking updates.

If you are still having trouble connecting to other players, try bypassing the router or firewall by connecting your PlayStation®2 console directly to your DSL modem, cable modem, or other broadband device.

You can also check the status of the game servers and read news about World Soccer Winning Eleven 9 by visitng www.konami.com/gs.

For further questions, please contact Konami's Customer Service support department: 650-654-5687 or by email at support@konami.com.

Game Modes

Selecting Player Data

Player Data: Up to three Player Data files can be created. Select one to proceed with the login process. After creating a Player Data file, you cannot delete it for a certain period of time.
No Data: Select this option to create new player data. You cannot create data with a name that has already been used.
Division: Your current division. Renewed periodically.
Level: Your current level. This changes with points and wins.
Points: Your current total points.
Games: The number of online matches you have played.
Play Time: The amount of time you have played the game.

Display During Communication

When the game is communicating with the server, the communication indicator at the top of the screen will be animated.

Divisions

There are five divisions in Network Mode, and you start at the lowest, Amateur. Earn points by playing matches against other players and fight for promotion to the higher divisions. Your division will be renewed periodically, based upon your ranking among all Network Mode players

Division 1

Division 2

Division 3A

Division 3B

Amateur

Division Renewal

If there has been any movement in your division position since last logging in, the division renewal screen will be displayed once only. Divisions will otherwise be renewed once a week, and the promotion/relegation screen will display your current ranking and division. Regardless of your results, you will remain in the Amateur league until you have played more than ten matches.

Network Menu

Match Lobby

This allows you to chat with other players while searching for an opponent to play against.

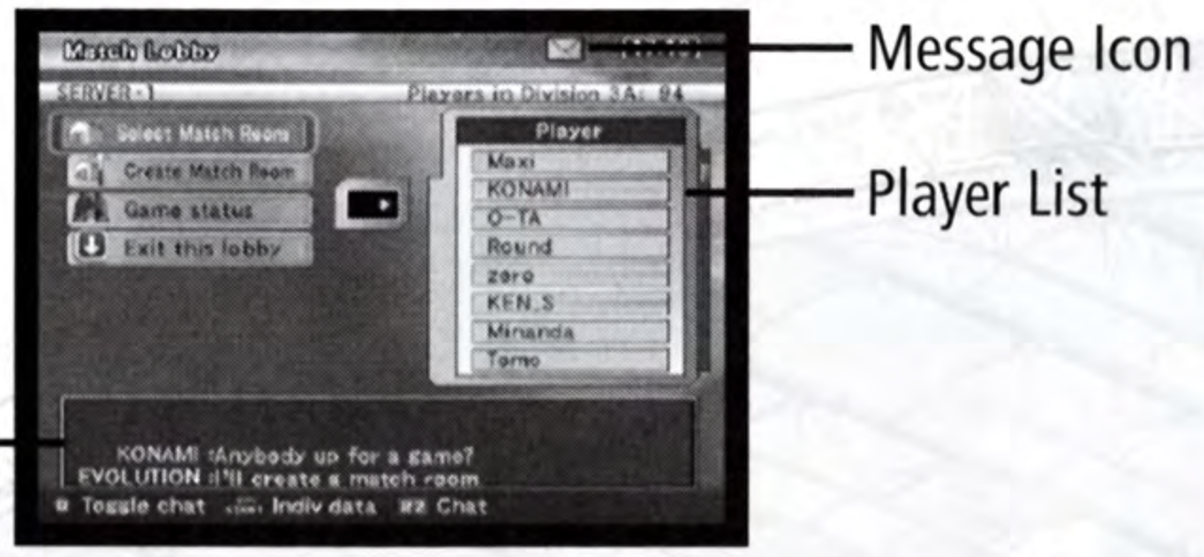
1: Select Server

Select the server you wish to join. The total number of players in each server is indicated by the graph.

2: Lobby Select

Select the lobby you wish to join. The number of players in each lobby is indicated by a number and graph.
Division Lobby: A lobby restricted to players in a certain division.
Free Lobby: A lobby with no restrictions on divisions.
Friendly Lobby: A lobby with no restrictions on divisions. Matches played here will not affect your Network Mode league position.

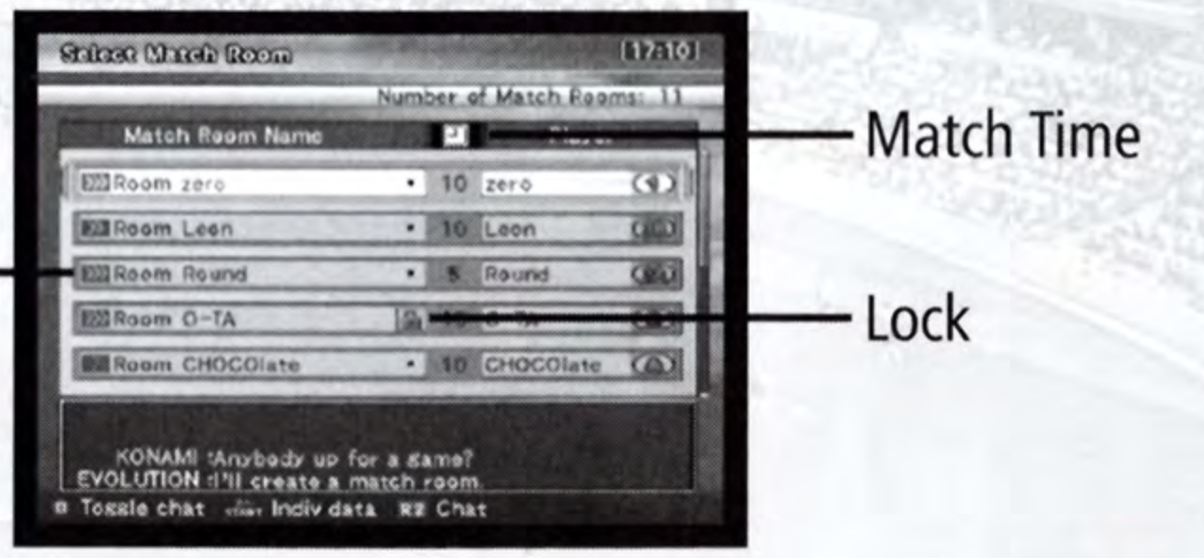
Use the left and right directional buttons to change the category for control. Press the ⊗ button when selecting a player name to view the details of that player. You can add a player to your Blocked Player list on the player details screen.



Player List: List of players currently in the lobby. The color of each name shows your relationship with that player: green is you, blue is a player registered as a friend, and red is a player registered in your Blocked Player list. A player's name in grey means the player isn't participating in lobby chat.
Message Icon: This is displayed if you receive a message. Check the message with the Personal Information option.
Chat Window: Chat with players in the same lobby.

Select Match Room

This will display a list of match rooms, including all player-created rooms.



Connection Status: This icon indicates the communication status with each possible opponent in the match room.

- (Green icon) An excellent connection.
- (Yellow icon) A good connection with a change of slight lag.
- (Red icon) A poor connection.
- (No icon) The connection is being calculated, or is impossible to calculate.

Lock: A password is required to enter a locked match room.
Match Time: This indicates the match time that the player in the match room wants to play for. This can be changed by mutual agreement after entering the match room.

Create a Match Room

Create a match room yourself. Decide the match room name and match time, and wait for a challenger to appear. If you specify a password, a lock will be placed on your match room, and players without the password will not be able to request a match.

Game Status: The progress of matches currently being played in the lobby.
Exit This Lobby: Change the server or lobby. You can also return to the Network Menu.

Game Modes

Quick Match

Play Game: Find an opponent automatically and play against him.
Game Settings: Check the match time and other settings for a quick match. These settings cannot be altered.

Network Options

Button Configuration: Same as in offline modes.
Edit Preset Phrases: Edit the content of the pre-set sentences for the software keyboard. The same function is also available for the F1 through F10 keys if you are using a USB keyboard.
Edit In-Game Messages: Edit the messages displayed during replays, highlights and situations when the referee has stopped the match. Press the R2 button to select these messages during such situations.
Set Time Differences: Select the time zone of your home territory.

View Data

Sound Settings: Same as in offline modes.

Pressing the START button on the Main Menu, Match Lobby, Quick Match and Competition screens will open the Personal Information screen.

Player Details: View detailed personal records, including ranking, number of matches, average goals scored, average goals conceded, favorite player, and favorite team.
Add favorite team/player: Add a favorite team or player. Once added, the team or player can be checked under Player Details.
Results of Last 10 Matches: You can check the results of your or your opponents' last ten matches.
Friends: View the list of players registered as friends, and view their current status. Friends can be registered under Match Room settings or from the Results screen.
Blocked Players: View the list of players you have added to Blocked Players. You cannot play matches against the players on this list, and you will not see chat comments in the Match Lobby from the players on this list. A player can be added to the Blocked Players list when that player's details are displayed.

Messages

Create Message: Send a message to a player registered as a friend.
Out Box: Check messages you have sent.
In Box: Check messages you have received.

Player Search

Search for a player currently logged on. You cannot find information on players who are not logged in. A search will fail if there are no players who match your search criteria, or if there are too many candidates. If a search succeeds, you will be informed which mode that player is currently in. If the player is in a lobby, you can jump directly into it.

Ranking

Overall Ranking: View the ranking for all divisions. When sorted by points, the color of the ranks suggests likely divisional changes at the next division renewal.
Division Ranking: Displays the rankings for each division.
Promotion/Relegation Predictions: Check points to get an idea of what will happen at the next division renewal, and confirm your current position.

Chatting

You can chat when "R2 Chat" is displayed at the bottom of the screen. Press the R2 button, input a message, and send it! In a Match Lobby, you can chat with other people in the lobby, and during a match, you can chat with your opponent. Please be courteous and polite with your comments to make the Network Mode a fun experience for everyone.

Soft Keyboard

Directional button: Move the selection cursor or move the entry cursor when making multiple inputs.
⊗ **button:** Enter character, confirm.
△ **button:** Delete character.
○ **button:** Insert space.
□ **button:** Switch the character set.
START button: Complete input.
L1 **button:** Move entry cursor to the left.
R1 **button:** Move entry cursor to the right.
[Close]: The soft keyboard closes, and the game returns to the cursor-move mode.

USB Keyboard

[Shift] + [Caps Lock/Arabian Numbers]: Switch between uppercase and lowercase.
[Home]: Jump entry cursor to the head of the sentence.
[End]: Jump entry cursor to the end of the sentence.
[Backspace]: Delete the letter in front of the entry cursor.
[Delete]: Delete the letter behind the entry cursor.
[Ctrl] + [Delete]: Delete all letters behind the entry cursor.
[Esc]: Enter message.
[Enter]: Complete input.

Special Functions

Type "/[player name]" (with a space after the name) when starting a chat sentence to send the message only to the named player. This type of message cannot be used if the named player is not in the same lobby or are you both in a Match Room. When viewing player details from the player list in a Match Lobby, your chat message will automatically start with "[/player name]" if you enter a chat message.

Match

General Settings

Environment settings can be freely changed in the Match Lobby, but only the player who created the Match Room can change them. Press the △ button to request to register a friend. In Quick Match, the environment settings for the match cannot be changed.

Time Limit: Set a time limit for team select, formation, and other match-related settings.
Number of Pauses: Set the number of times that the Pause Menu can be opened during the match. This will also be the number of times that kickers/throwers can be changed (which is counted separately from the number of pauses).

Game Modes

Condition: Set player conditions. This setting will be the same for home or away teams.

Team Select and Formation
Same as in offline modes.

Co-Op Play
On the General Settings, Team Select, Uniform Select, or Formation Setup screens, press START on the controller connected to controller port 2 or 2-A for co-op play. Press the button again to cancel co-op play. This setting cannot be changed after starting the match.

Pause Use
Press the START button to display the Pause Use icon, which indicates the remaining number of pauses. The Pause Menu will open when the ball goes out of play. When the Pause Use icon is displayed, press the START button again to cancel it.

When taking a free kick or throw-in, the player on the attack may enter the Pause Menu by pressing the START button. If the attacking player does not open the Pause Menu, the defending player may then choose to open it or not. Entering the Pause Menu uses up one of the set number of pauses.

If a player is sent off, the Pause Menu will automatically open. This does not reduce the number of pauses allowed.

Player Settings
Cursor Change Speed: It is not possible to fix the cursor to a single player in Network Mode.
Cursor Name Display: Select from Default (your Network Mode name) or Player Name (the squad player name).
Camera Settings: The camera target cannot be changed.

Kicker/Thrower Select
On the free kick and other kicking screens, press the SELECT button to select a kicker. On the throw-in screens, press the SELECT button to select a thrower. Kicker/thrower select can only be used a set number of times, but the number of pauses will not be reduced.

Demo
Press the R2 button during replays, highlights, and certain other scenes to open the demo message selection screen. Highlight a selection and press the ⊗ button to display that message during the demo. The content of demo messages can be changed with the Edit Demo Messages option of the Network Options menu.

A demo can be skipped if both players press the START button. The Skip Icon will be displayed on the screen after pressing the START button.

Result

Your points will increase or decrease, depending on the results of the match. Press the △ button to register your opponent as a friend.

Play Another Match: Play another match without changing environment or team settings. The game will proceed directly to Formation Setup.
End Match: End the match.
To Team Select: Play another match with changing environment settings.
To Environment Settings: Play another match after changing environment settings.

Save Data

In Network Mode, various settings for each player can be saved to the server. Offline settings are only carried over when player data is newly created, but some player settings and camera settings will not be carried over. Settings made for Network Mode cannot be used offline.

Content Saved to the Server:
Network Options
Button config
Edited pre-set sentences
Edited demo messages
Time zone settings
Sound settings
Pause Menu

Player settings
Camera type
Screen display
Button config
Sound settings

Save

Saving to a memory card (8MB)(for PlayStation®2)

Game settings and progress in each game mode can be saved to a memory card (8MB)(for PlayStation®2). To save data to a memory card (8MB)(for PlayStation®2), the following available space is required.

Space required to save data on a memory card (8MB)(for PlayStation®2)

Option File: 1296 KB or more.

Master League Data: 804 KB or more.

Cup Data: 565 KB or more.

League Data: 563 KB or more.

Challenge Training Data: 96 KB or more.

Original Dribble Challenge Data: 117 KB or more.

Formation Data: 72 KB or more.

Replay Data: 347 KB or more.

Master League My Team Data: 80 KB or more.

Insert the memory card (8MB)(for PlayStation®2) into MEMORY CARD slot 1. With the exception of the Option File, you can select the Save (Load) option from the menu to go to the Save (Load) screen. Select the data you wish to load, or the place where you wish to save the data, and press the ⊗ button to confirm.

You can only save data to an empty slot or a slot containing the same kind of data. If you wish to save to a slot that contains a different kind of data, you must first switch to the delete mode to remove the old data before saving the new. Press the ■ button to switch between the save and delete modes, and the △ button to return to the previous screen.

MEMORY CARD slot 1 is the default MEMORY CARD slot when the game is started, but you can change to a different MEMORY CARD slot when you load and save your data.

Note: You can only save one Option File to a single memory card (8MB)(for PlayStation®2). For other data, you can create up to 35 slots.

Option File

Although it is possible to play the game without the use of an Option File, it contains saved game environment settings, edited data, and other parameters, so saving an Option File to a memory card (8MB)(for PlayStation®2) is recommended. MEMORY CARD slot 1 is used for saving and loading the Option File. The system will automatically attempt to load the Option File when the game is started, so ensure that the memory card (8MB)(for PlayStation®2) that contains the Option File has been inserted into MEMORY CARD slot 1 before turning on the power. The game will automatically create an Option File if one does not exist.

A warning message will appear if a memory card (8MB)(for PlayStation®2) has not been inserted or the memory card (8MB)(for PlayStation®2) inserted does not contain sufficient available space. In this event, follow the on-screen instructions. Also note that a minimum of 1296 KB of available space is required on the memory card (8MB)(for PlayStation®2) in order to save the Option File.

Once the Option File has been loaded/saved, any changes made during the game will automatically be saved to the memory card (8MB)(for PlayStation®2) in MEMORY CARD slot 1. The Option File Auto Save function can be turned on/off at the Game Options screen.

Auto Save

In order to autosave League Data, Cup Data, and Master League Data, first make a manual save to activate the autosave. The game includes two autosave options: Option File Auto Save and Game Data Auto Save (League Data, Cup Data, and Master League Data, Challenge Training Data, Original Dribble Challenge Data). Note that different data is saved in each of these cases. Option File Auto Save can be turned on/off at the Game Options screen, or with the Option File settings in Edit Mode. Game Data Auto Save can be turned on/off from each game menu.

Copy Saved Data

It is possible to copy data saved in locations 1 to 35 on the memory card (8MB)(for PlayStation®2) to another location, as long as that location is either empty or contains the same type of data. To save data over a different type of data, the unwanted data must first be deleted before saving the new data. Location 36 on the memory card (8MB)(for PlayStation®2) is used for the Option File, and cannot be copied.

Deleted Saved Data

Delete data saved in locations 1 to 36 on the memory card (8MB)(for PlayStation®2).
The Option File can also be deleted.

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Attack! Basic Attacking Controls

DUALSHOCK®2 Analog Controller

L2 button/Strategy

L1 button/Switch between players

Directional button/ Player movement

left analog stick/ Player movement

Mode indicator/ ANALOG mode button

START button/Pause

R2 button/Special controls

R1 button/Dash

△ **button**/Throughball

○ **button**/Cross/Long pass

□ **button**/Shoot

✕ **button**/Short pass

right analog stick +
R3 button/Manual pass

*The **R3 button** is pressed by pushing down on the right analog stick

Defend! Basic Defense Controls

DUALSHOCK®2 Analog Controller

L2 button/Strategy

L1 button/Switch between players

Directional button/Move

left analog stick/Move

Mode indicator/ ANALOG mode button

START button/Pause

R2 button/Special controls

R1 button/Dash

△ **button (hold down)**/ Goalkeeper

○ **button**/Sliding tackle

□ **button (hold down)**/ Clear/Pressure (2)

✕ **button**/Pressure (1)

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